

AGB-AAQE-USA

ADVANCE

GAME BOY®

ANIMAL SNAP

RESCUE THEM 2 BY 2

INSTRUCTION BOOKLET

AIA

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

For more information on this product's rating,
call 1-800-771-3772 or visit <http://www.esrb.org>

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



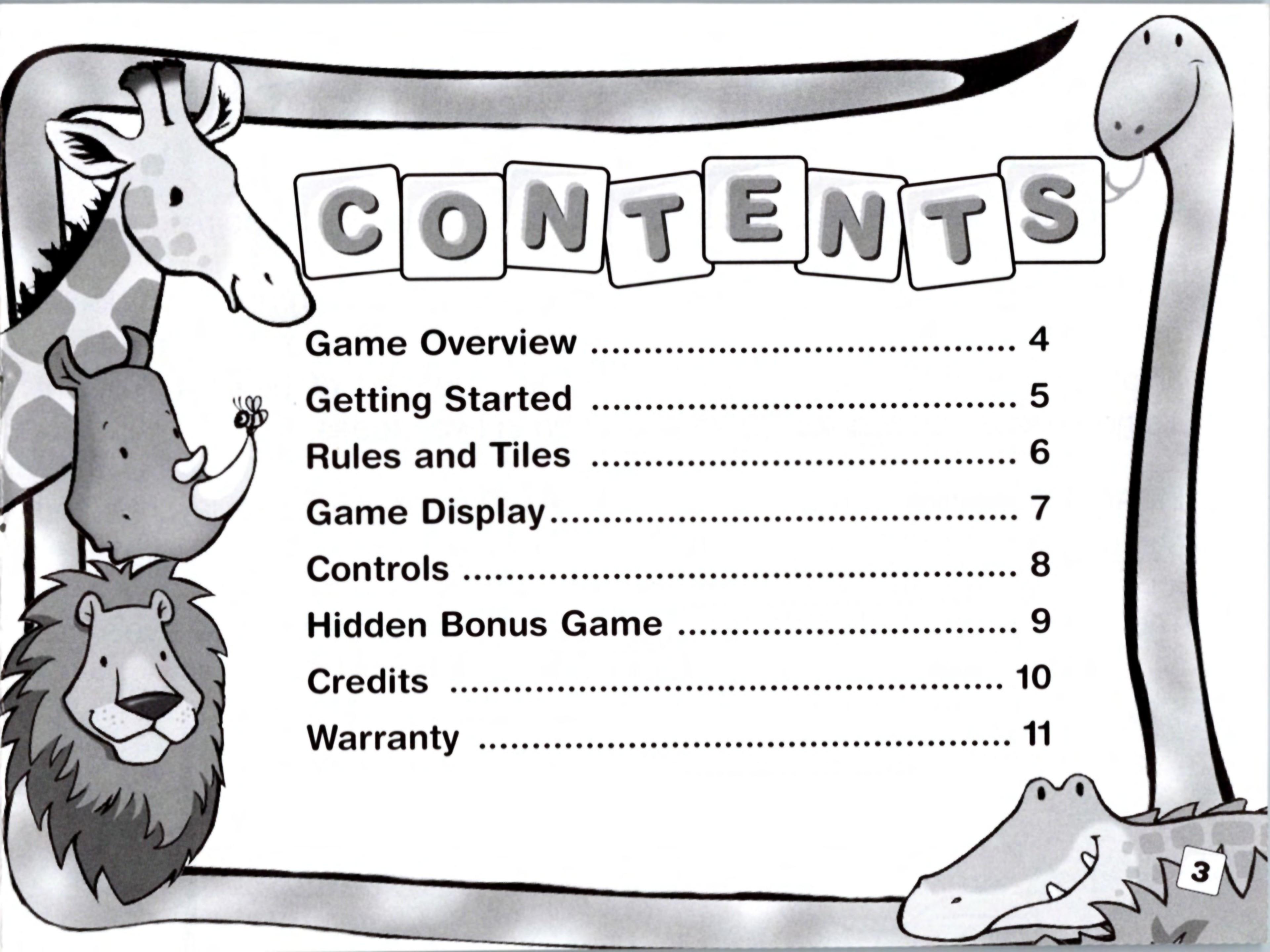
THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE
AND THE OFFICIAL SEAL ARE TRADEMARKS
OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.



CONTENTS

Game Overview	4
Getting Started	5
Rules and Tiles	6
Game Display.....	7
Controls	8
Hidden Bonus Game	9
Credits	10
Warranty	11

GAME OVERVIEW

The animals have got themselves lost and now they need to be rescued!

Animal Snap is a puzzle game made up of 10 levels, with a hidden bonus game. Each level is made up of a layout of patterned tiles. You must remove all of the tiles to complete a level by matching up pairs of identical tiles, but it's not as easy as it looks. It can be played in two modes:

In "Arcade Mode," you get to choose from 4 different game area layouts. You can use this mode to practice or just for fun.

The "Time Challenge" takes place across all 10 levels. Each of the levels has its own unique layout, but within it the tiles are placed differently every time you play. It is possible to complete every level but you must think ahead if you are to succeed. If that isn't challenging enough, there's a time limit on each stage too!

GETTING

STARTED

1. Make sure the POWER switch is in the OFF position.
2. Insert the Animal Snap Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
3. Turn the POWER switch ON. An intro sequence will begin automatically.

WARNING:

Never try to insert or remove a Game Pak when the power is ON.



RULES

AND

TILES

The goal is to remove all of the tiles. The rules are simple...

- Tiles can only be removed by selecting two identical tiles.
- A tile cannot be selected if it has tiles touching both the left and the right sides at the same height.

There are several “special tiles”:

- ⌚ Removing this halts the timer for 10-seconds.
- ⌚ The glass tiles are transparent.

BONUS Remove these in order to play the hidden game.

GAME

DISPLAY

The main game area shows the tiles that need to be removed. The upper-left corner of the screen shows the number of tiles remaining and the upper-right shows the timer.



The selected tiles are shown on the right. Once a pair is selected they will be removed from the game area.

Bonus tiles are stored down the left hand side. If all five are removed in order you get to play the hidden game.

CONTROLS

In general, use the + Control Pad to highlight the menu option you wish to select. Press the A Button to select it. Press the B Button to return to the previous menu.

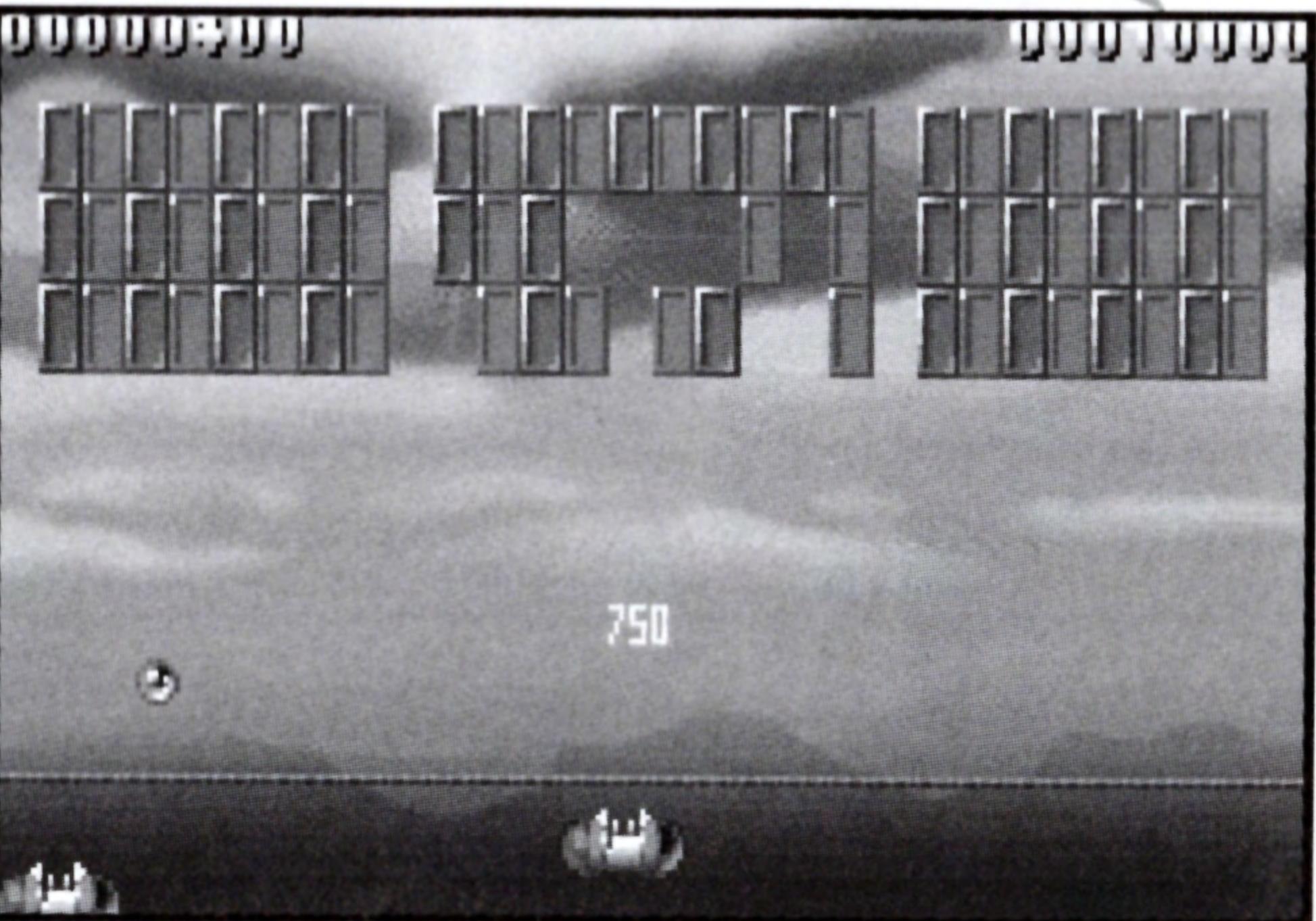


In the main game, use the + Control Pad to highlight the tile you wish to select. Press the A Button to select it. If you select the wrong tile, just select another non-matching tile and your previous tile will be automatically de-selected.
In the hidden bonus game, use the + Control Pad to guide your craft left and right. Press the A Button to fire your weapon. In both games, press START to pause the game.

HIDDEN BONUS GAME

If you remove the bonus tiles in the correct order you get to play the bonus game.

Your goal is to score as many points as possible. Shoot away all the blocks to complete each level. Avoid the ball and collect the power-ups, but beware as not all the power-ups help you.



If you complete the Animal Snap “Timed Challenge” and get all your animal friends home you will be given a secret password which will enable you to play the bonus game at any time.

CREDITS

For AIA:

Sales/Marketing/PR Director Ellen Fuog
Product Development Director Ken Gratz
License/Acquisition Director Shane Takahashi

For Ignition:

Game Design and Programming Jim Bagley
Music/Sound Effects Steve Cowell

Packaging, Manuals and Layout Kelly-ann Styles
Front Cover Design Echo4

Development Manager Jim Philpot
Executive Producer Vijay Chadha

Special Thanks to: Su Bagley, Sergej Kravcenko, Peter Rollinson, Sarah Per, Danny Bailey, Joy Sreeraman, Ajay Chadha, Phu Tien, Kate O'Brien and Manoj Kumar.

WARRANTY

AIA USA. LIMITED WARRANTY

AIA USA, LTD. warrants to the original purchaser of this AIA USA, Ltd. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days to either repair or replace, at its option, free of charge, any AIA USA, Ltd. software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the AIA USA, Ltd. software product has arisen through abuse, unreasonable use, mistreatment, or neglect. This warranty is in lieu of other warranties and no other representations or claims of any nature shall be binding on or obligate AIA USA, Ltd. Any warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will AIA USA, Ltd. be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this AIA USA, Ltd. software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which may vary from state to state.

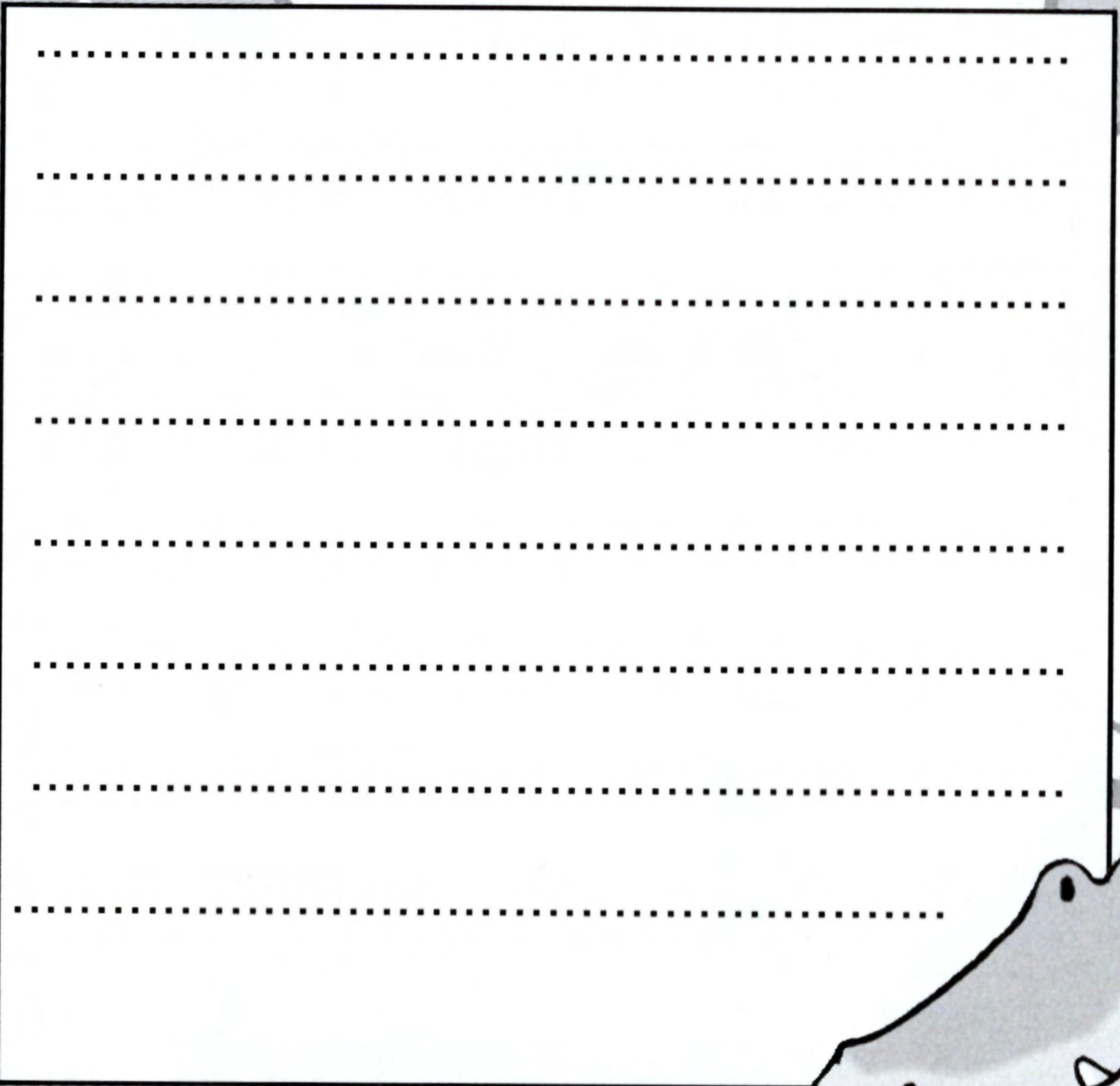
©2002 AIA USA, Ltd.

Published by AIA USA, Ltd.

1215 Washington Ave, Suite 207, Wilmette, IL 60091

AIA USA, Ltd. Wholly owned subsidiary of Amusement
Interface Associate Co., Ltd. Japan





AIA USA, Ltd.
1215 Washington Ave, Suite 207, Wilmette, IL 60091
www.aiagotgames.com

PRINTED IN JAPAN